

Name _____



Date _____
Island of the Blue Dolphins
Key 1 - Answer ID # 1041190

Chapter 1 - Chapter 5

1. What are Karana and Ramo doing as the story begins?

2. What is Karana's fear about the sea otters?

3. Why did Captain Orlov come to the island?

4. What was the sickness that spread throughout the camp over the winter?

5. What did Captain Orlov bring as payment for the otter?

6. How does Ramo describe the ocean? How would you describe the ocean? What are the differences between your description and Ramo's description?

Name _____



Date _____
Island of the Blue Dolphins
Key 1 - Answer ID # 1041190

7. This story is told in first person. How do we know this? Write a story about an event from your life in first person.

Chapter 6 to Chapter 10

8. Which two seasons passed while Karana waited for the ship to return?

9. Why was the ship anchored outside the cove?

10. What happened to Ramo when he went to get the canoe?

11. Why did Karana need weapons? Why was she afraid to make them?

12. What news did Nanko bring to the villagers?

Name _____



Date _____
Island of the Blue Dolphins
Key 1 - Answer ID # 1041190

13. Explain why Karana burned the village.

14. How did you feel when Karana jumped into the ocean to return to the island? Do you think she did the right thing? Why or why not?

Name _____



Date _____

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

Chapter 11- Chapter 15

15. How does Karana hurt her leg?

16. What does Karana decide to do at the beginning of Chapter 11?

17. Why did Karana decided to make a second home at the cave near the spring?

18. Why does Karana think the wild dog pack has become so strong?

19. How did Karana choose the bull sea elephant that she would kill? What happened to her plans to kill the sea elephant?

20. Why does Karana decide to leave the island? What happens to her? How does she get back to the island?

Name _____



Date _____
Island of the Blue Dolphins
Key 1 - Answer ID # 1041190

21. Draw a picture of Rontu. Write a description of him.

Chapter 16 - Chapter 20

22. What does Karana make for herself that spring?

23. Why did Karana take the canoe around the island?

24. How does Karana know spring has come?

25. Which abalones are the best? Why?

26. What was the name of the cave Karana found? What did she discover inside?

Name _____



Date _____

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

27. Karana is happy at the end of Chapter 19. Why do you think her loneliness is gone?

28. Karana pays close attention to detail. Discuss this statement. Is it true or false? Use examples from the story to support your answer.

Name _____



Date _____
Island of the Blue Dolphins
Key 1 - Answer ID # 1041190

Chapter 21 - Chapter 25

29. What did Karana find when she returned to the cave to get the last of her things? What did she do?

30. Where did Karana go to live now that the Aleuts were gone?

31. How many summers have past at the beginning of Chapter 20?

32. What did the Aleut hunters leave behind? What did Karana do?

33. What did Karana do to keep busy at the cave?

34. Why do you think Karana trusted Tutok? Do you think this was wise? Why or why not? What would you have done if you were in this situation?

Name _____



Date _____

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

35. Summarize how Karana nurses the young, wounded sea otter back to health.

Chapter 26 - Chapter 29

36. In the summer, what does Karana see when she goes to the place of the sea elephants?

37. What does Karana discover about her people?

38. What was Karana's greatest loss in the tidal wave?

39. What does Karana do when the man from the ship calls to her?

40. When does the ship return?

Name _____



Date _____
Island of the Blue Dolphins
Key 1 - Answer ID # 1041190

41. How do you think Karana felt when she was finally rescued? What do you think it was like to be unable to communicate? What would you do if you were Karana?

42. Describe Karana's feelings after she hears the distant earthquake. Describe what she sees. How has the island changed? What happens? Describe Karana's feelings.

Name _____



Date _____

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

Review

<p>43. The white bass that washed up were trying to escape from _____.</p> <p><input type="radio"/> A A group of killer whales</p> <p><input type="radio"/> B The wild dogs</p> <p><input type="radio"/> C The sea otters</p> <p><input type="radio"/> D The Aleut hunters</p>	<p>44. What did Ramo go to get just before he was killed by the dogs?</p> <p><input type="radio"/> A Food</p> <p><input type="radio"/> B Weapons</p> <p><input type="radio"/> C Wood for a shelter</p> <p><input type="radio"/> D Canoes</p>
<p>45. Captain Orlov paid for the sea otters with a chest of gold.</p> <p><input type="radio"/> A True</p> <p><input type="radio"/> B False</p>	<p>46. Mon-a-mee leaves the pool of water when Karana can not come to feed him for three days.</p> <p><input type="radio"/> A False</p> <p><input type="radio"/> B True</p>
<p>47. Which of the sea elephants did Karana kill?</p> <p><input type="radio"/> A The old one</p> <p><input type="radio"/> B The young one</p> <p><input type="radio"/> C Both of them</p> <p><input type="radio"/> D Neither of them</p>	<p>48. What is the devilfish?</p> <p><input type="radio"/> A A squid</p> <p><input type="radio"/> B A long red fish</p> <p><input type="radio"/> C A jellyfish</p> <p><input type="radio"/> D An octopus</p>
<p>49. What happened to the canoe when Karana tried to leave the island?</p> <p><input type="radio"/> A It sank.</p> <p><input type="radio"/> B It caught fire.</p> <p><input type="radio"/> C It broke apart.</p> <p><input type="radio"/> D It leaked.</p>	<p>50. Who left the island to find a new place for the people of Ghalas-at to live?</p> <p><input type="radio"/> A Ulape</p> <p><input type="radio"/> B Kimki</p> <p><input type="radio"/> C Ramo</p> <p><input type="radio"/> D Chief Chowig</p>
<p>51. How did Karana know where the leader of the wild dogs came from?</p> <p><input type="radio"/> A She had seen him for many years.</p> <p><input type="radio"/> B He was Ramo's dog.</p> <p><input type="radio"/> C He was one of the dogs from the village.</p> <p><input type="radio"/> D He had only been around since the Aleuts had come.</p>	<p>52. How does Karana describe the two baby birds?</p> <p><input type="radio"/> A They are beautiful.</p> <p><input type="radio"/> B They look just like their parents.</p> <p><input type="radio"/> C They are blue and speckled.</p> <p><input type="radio"/> D They are ugly and gray.</p>
<p>53. Karana put the blue and white marks on her face to show _____.</p> <p><input type="radio"/> A That she wanted to leave the island</p> <p><input type="radio"/> B The men that she was the chief of the island</p> <p><input type="radio"/> C That she was happy to see the men from the ship</p> <p><input type="radio"/> D That she was unmarried</p>	<p>54. Why was Karana happy that the Aleuts had not brought their dogs with them?</p> <p><input type="radio"/> A Because she was afraid the dogs would smell Rontu and lead the Aleuts to her</p> <p><input type="radio"/> B Because she was afraid the dogs would kill more sea otter</p> <p><input type="radio"/> C Because she was afraid the dogs would kill her</p> <p><input type="radio"/> D Because she was afraid the dogs would join the wild dogs</p>

Name _____

Date _____
Island of the Blue Dolphins
(Key 1 - Answer ID # 1041190)

Crack the code! Write the real word that each of the codes represent. Each letter in the real word has been changed to another letter. For example, a B in the code might really mean C. Once you figure out the code for one letter, the same code is used for all the words on this sheet.

Code:	B	D	E	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	W	Y	Z
Letter:	M			O		E								P						F	

1.	SZJBGL	_____
2.	QLGR	_____
3.	BJPPIU	_____
4.	SZJPPILIU	_____
5.	WGHJNI	_____
6.	ZELI	_____
7.	RKTLTON	_____
8.	LTPID	_____
9.	YJPIYEZ	_____
10.	OEMMZI	_____

Name _____


Date _____
Island of the Blue Dolphins
(Key 1 - Answer ID # 1041190)

Select the definition that most nearly defines the given word.

1. scarlet <input type="radio"/> A a dark, bright red with a bit of orange <input type="radio"/> B to be pushed on to finish something	2. brackish <input type="radio"/> A when water tastes bad or is salty <input type="radio"/> B in a very special way
3. muzzles <input type="radio"/> A the nose and jaw of a dog <input type="radio"/> B shouting very loudly for a long time	4. bellowing <input type="radio"/> A shouting very loudly for a long time <input type="radio"/> B something done as part of a ceremony
5. giddy <input type="radio"/> A to be silly from excitement <input type="radio"/> B a narrow crack in a rock	6. rival <input type="radio"/> A a challenger in a battle <input type="radio"/> B when something is scattered around
7. urged <input type="radio"/> A to be pushed on to finish something <input type="radio"/> B the top of a wave	8. favorable <input type="radio"/> A a harsh noise made by many voices <input type="radio"/> B when something is good
9. cove <input type="radio"/> A an evergreen plant that grows in warm areas of North America <input type="radio"/> B a small bay of water that is surrounded by land	10. headland <input type="radio"/> A a sharp pointed tool used to make holes in something thick or hard <input type="radio"/> B a high, rocky piece of land that juts out into the sea
11. barbed <input type="radio"/> A to keep something out <input type="radio"/> B when something is covered with sharp points	12. basin <input type="radio"/> A to think long and hard about something important to you <input type="radio"/> B a bowl-shaped object that holds liquids
13. yucca <input type="radio"/> A an evergreen plant that grows in warm areas of North America <input type="radio"/> B to make a promise	14. clamor <input type="radio"/> A a harsh noise made by many voices <input type="radio"/> B a small bay of water that is surrounded by land
15. currents <input type="radio"/> A a flow of water that moves in a certain direction <input type="radio"/> B a long creature that looks like a snake	16. serpent <input type="radio"/> A a long creature that looks like a snake <input type="radio"/> B twisted and knotted together
17. especially <input type="radio"/> A a sign that something is about to happen <input type="radio"/> B in a very special way	18. admire <input type="radio"/> A when something shines brightly <input type="radio"/> B to look up to someone with respect
19. vow <input type="radio"/> A to make a promise <input type="radio"/> B a sign that something is about to happen	20. omen <input type="radio"/> A when something is good <input type="radio"/> B a sign that something is about to happen

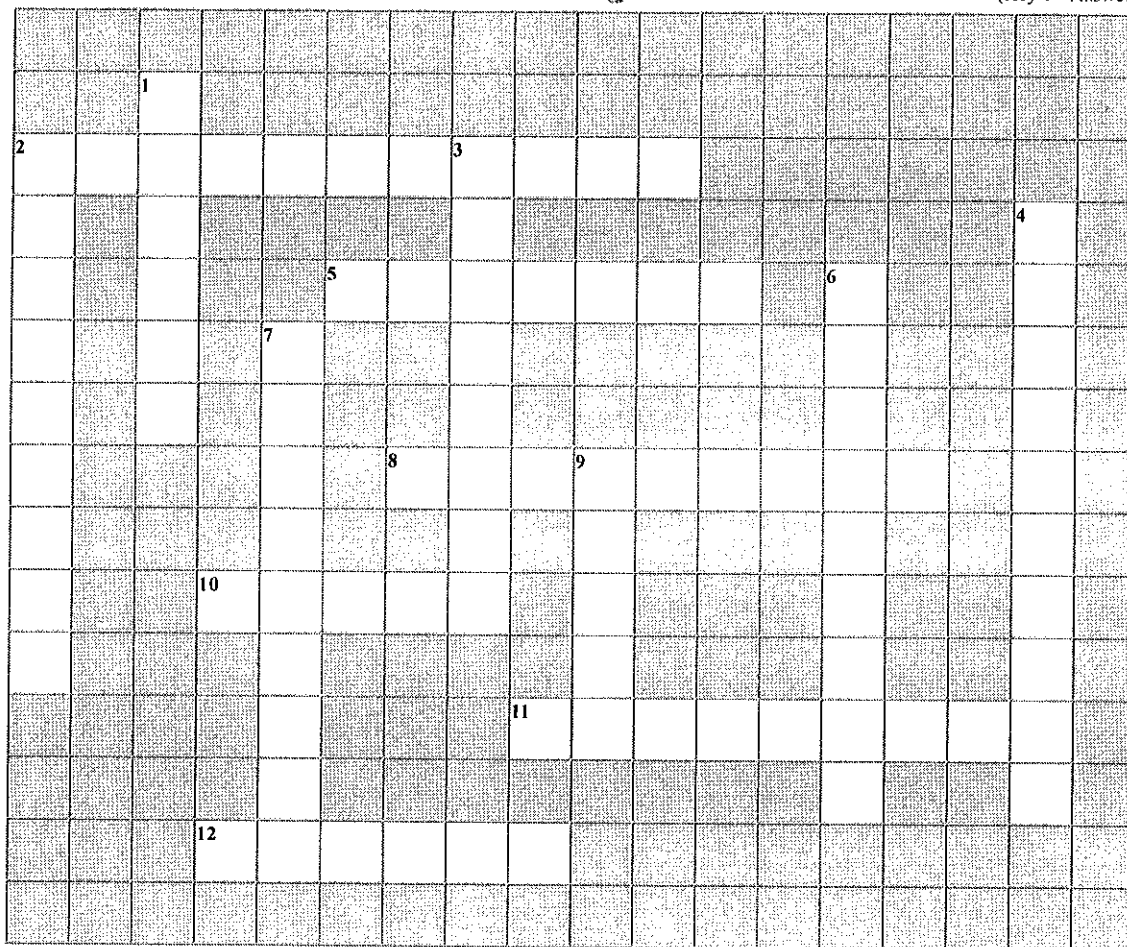
Name _____


 Date _____
 Island of the Blue Dolphins
 (Key 1 - Answer ID # 1041190)

Select the definition that most nearly defines the given word.

1. earthquake <input type="radio"/> (A) a sudden movement of the earth's crust that causes a violent shaking <input type="radio"/> (B) the sound made by spinning an object around <input type="radio"/> (C) to sit on something that is high up <input type="radio"/> (D) a way of measuring distance; a league is about three miles	2. roosted <input type="radio"/> (A) what birds do when they rest or sleep <input type="radio"/> (B) the sound made by spinning an object around <input type="radio"/> (C) when an animal rubs or touches something or someone with their nose <input type="radio"/> (D) to sit or lie down with arms and legs spread out
3. perched <input type="radio"/> (A) when there is not enough of something <input type="radio"/> (B) to sit on something that is high up <input type="radio"/> (C) when an action is wild or savage <input type="radio"/> (D) to call someone to come to you by using a hand signal or nod	4. warily <input type="radio"/> (A) to be bent down low <input type="radio"/> (B) motions made with parts of the body to communicate <input type="radio"/> (C) to behave in an untrusting way <input type="radio"/> (D) when something is divided into parts
5. clattered <input type="radio"/> (A) a device used to trap animals <input type="radio"/> (B) something used to draw something else to you <input type="radio"/> (C) a rattling sound like when rocks fall down a hill <input type="radio"/> (D) to use the tongue to drink or eat	6. carcass <input type="radio"/> (A) the body of a dead animal <input type="radio"/> (B) crouched down and moved along as quietly as possible <input type="radio"/> (C) when something is left behind <input type="radio"/> (D) when an animal rubs or touches something or someone with their nose
7. thong <input type="radio"/> (A) a leather strip used to tie things <input type="radio"/> (B) shook with short, quick movements <input type="radio"/> (C) what birds do when they rest or sleep <input type="radio"/> (D) when something has not grown as tall as it should	8. reef <input type="radio"/> (A) with great disapproval <input type="radio"/> (B) the front part of a ship <input type="radio"/> (C) the coral or rocks that surround an island <input type="radio"/> (D) when something is prohibited
9. lure <input type="radio"/> (A) a leather strip used to tie things <input type="radio"/> (B) when there is not enough of something <input type="radio"/> (C) to walk along with big steps <input type="radio"/> (D) something used to draw something else to you	10. forbade <input type="radio"/> (A) a sudden movement of the earth's crust that causes a violent shaking <input type="radio"/> (B) when something is prohibited <input type="radio"/> (C) when something is divided into parts <input type="radio"/> (D) a device used to trap animals
11. league <input type="radio"/> (A) the front part of a ship <input type="radio"/> (B) when something softly sparkles <input type="radio"/> (C) a way of measuring distance; a league is about three miles <input type="radio"/> (D) to use the tongue to drink or eat	12. sprawled <input type="radio"/> (A) a device used to trap animals <input type="radio"/> (B) to be bent down low <input type="radio"/> (C) to sit or lie down with arms and legs spread out <input type="radio"/> (D) shook with short, quick movements

Name _____

Date _____
Island of the Blue Dolphins
(Key 1 - Answer ID # 1041190)**Down**

1. VERAIN - a deep, thin valley with tall, steep sides
2. UEQIRVGNI - to shake because of fear or cold
3. LDPESWRA - to sit or lie down with arms and legs spread out
4. SIEGDLFGLN - very young birds
6. ECTSSONRA - relatives that lived a long time before you
7. LRFABVEOA - when something is good
9. NESRA - a device used to trap animals

Across

10. GUEDR - to be pushed on to finish something
11. EGIRTETNE - to rock back and forth in an unsteady way
12. ESECAD - when something is stopped

Across

2. ELSAROURMQE - when someone is known for fighting
5. DSRNEUB - heavy loads that are carried
8. DETESLCRU - when a group of animals is close together

Name _____



Date _____
Island of the Blue Dolphins
(Key 1 - Answer ID # 1041190)

Write the letter for the word that best matches the definition.

- | | |
|---|---------------|
| _____ 1. a leather strip used to tie things | A. prow |
| _____ 2. to use a tool to force something open | B. especially |
| _____ 3. the front part of a ship | C. gestures |
| _____ 4. to make a promise | D. thong |
| _____ 5. a long wound or cut | E. gash |
| _____ 6. the coral or rocks that surround an island | F. reef |
| _____ 7. in a very special way | G. perched |
| _____ 8. a sudden movement of the earth's crust that causes a violent shaking | H. vow |
| _____ 9. to sit on something that is high up | I. crevice |
| _____ 10. motions made with parts of the body to communicate | J. pry |
| _____ 11. heavy loads that are carried | K. burdens |
| _____ 12. a narrow crack in a rock | L. earthquake |

Island of the Blue Dolphins
Key 1 - Answer ID # 1041190

Chapter 1 - Chapter 5

- | |
|---|
| 1. What are Karana and Ramo doing as the story begins?
<u>They are picking roots.</u> |
| 2. What is Karana's fear about the sea otters?
<u>She is afraid there will be none left when the hunters leave.</u> |
| 3. Why did Captain Orlov come to the island?
<u>He came to hunt sea otters.</u> |
| 4. What was the sickness that spread throughout the camp over the winter?
<u>It was a sadness for the men who died. The people sat, did not speak, and did not laugh.</u> |
| 5. What did Captain Orlov bring as payment for the otter?
<u>He brought a chest of beads and iron spearheads.</u> |
- | |
|--|
| 6. How does Ramo describe the ocean? How would you describe the ocean? What are the differences between your description and Ramo's description?

<hr/>
<hr/> |
| 7. This story is told in first person. How do we know this? Write a story about an event from your life in first person.

<hr/>
<hr/> |

Chapter 6 to Chapter 10

- | |
|--|
| 8. Which two seasons passed while Karana waited for the ship to return?
<u>winter and spring</u> |
|--|

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

9. Why was the ship anchored outside the cove?

because of the high waves

10. What happened to Ramo when he went to get the canoe?

The wild dogs killed him.

11. Why did Karana need weapons? Why was she afraid to make them?

She needed weapons to kill the wild dogs. The laws of her village prohibited women from making weapons.

12. What news did Nanko bring to the villagers?

The ship was sent by Kimki to take the villagers away from the island.

13. Explain why Karana burned the village.

14. How did you feel when Karana jumped into the ocean to return to the island? Do you think she did the right thing? Why or why not?

Chapter 11- Chapter 15

15. How does Karana hurt her leg?

She hurts her leg running away from the fighting sea elephants.

16. What does Karana decide to do at the beginning of Chapter 11?

She decided to take a canoe and leave the island.

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

17. Why did Karana decided to make a second home at the cave near the spring?
She wanted a place to stay if she was sick or hurt that was near the drinking water.
18. Why does Karana think the wild dog pack has become so strong?
because of their leader, an Aleut dog
19. How did Karana choose the bull sea elephant that she would kill? What happened to her plans to kill the sea elephant?
She decided on the young bull elephant because he did not have a herd. She did not have to kill the sea elephant because he began to fight with an older bull.

20. Why does Karana decide to leave the island? What happens to her? How does she get back to the island?

21. Draw a picture of Rontu. Write a description of him.

Chapter 16 - Chapter 20

22. What does Karana make for herself that spring?
a skirt out of yucca fibers
23. Why did Karana take the canoe around the island?
to test it
24. How does Karana know spring has come?
The small, black, darting birds that only come in spring filled the air.

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

25. Which abalones are the best? Why?

The ones with red shells are best because the meat is sweet and they dry the best.

26. What was the name of the cave Karana found? What did she discover inside?

It is called "Black Cave." She found figures of her ancestors made of reeds and clothed in gull feathers. In the middle was a skeleton playing a flute.

27. Karana is happy at the end of Chapter 19. Why do you think her loneliness is gone?

28. Karana pays close attention to detail. Discuss this statement. Is it true or false? Use examples from the story to support your answer.

Chapter 21 - Chapter 25

29. What did Karana find when she returned to the cave to get the last of her things? What did she do?
She found a necklace made of black beads hanging in the tree. She left it there.

30. Where did Karana go to live now that the Aleuts were gone?

She went back to her home on the headland.

31. How many summers have past at the beginning of Chapter 20?

two

32. What did the Aleut hunters leave behind? What did Karana do?

They left behind many wounded otter. Karana killed the ones who were gravely injured and suffering.

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

33. What did Karana do to keep busy at the cave?

She made her cormorant skirt.

34. Why do you think Karana trusted Tutok? Do you think this was wise? Why or why not? What would you have done if you were in this situation?

35. Summarize how Karana nurses the young, wounded sea otter back to health.

Chapter 26 - Chapter 29

36. In the summer, what does Karana see when she goes to the place of the sea elephants?

She sees a dog like Rontu and believes that he is Rontu's son.

37. What does Karana discover about her people?

They all died when their ship sank.

38. What was Karana's greatest loss in the tidal wave?

the canoes

39. What does Karana do when the man from the ship calls to her?

She goes to gather her things at her home.

40. When does the ship return?

two years later

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

41. How do you think Karana felt when she was finally rescued? What do you think it was like to be unable to communicate? What would you do if you were Karana?

42. Describe Karana's feelings after she hears the distant earthquake. Describe what she sees. How has the island changed? What happens? Describe Karana's feelings.

Review

43. The white bass that washed up were trying to escape from _____.

- ☒ A group of killer whales
- ☐ B The wild dogs
- ☐ C The sea otters
- ☐ D The Aleut hunters

44. What did Ramo go to get just before he was killed by the dogs?

- ☐ A Food
- ☐ B Weapons
- ☐ C Wood for a shelter
- ☒ D Canoes

45. Captain Orlov paid for the sea otters with a chest of gold.

- ☐ A True
- ☒ B False

46. Mon-a-mee leaves the pool of water when Karana can not come to feed him for three days.

- ☐ A False
- ☒ B True

47. Which of the sea elephants did Karana kill?

- ☐ A The old one
- ☐ B The young one
- ☐ C Both of them
- ☒ D Neither of them

48. What is the devilfish?

- ☐ A A squid
- ☐ B A long red fish
- ☐ C A jellyfish
- ☒ D An octopus

49. What happened to the canoe when Karana tried to leave the island?

- ☐ A It sank.
- ☐ B It caught fire.
- ☐ C It broke apart.
- ☒ D It leaked.

50. Who left the island to find a new place for the people of Ghalas-at to live?

- ☐ A Ulape
- ☒ B Kimki
- ☐ C Ramo
- ☐ D Chief Chowig

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

<p>51. How did Karana know where the leader of the wild dogs came from?</p> <p><input type="radio"/> A She had seen him for many years.</p> <p><input type="radio"/> B He was Ramo's dog.</p> <p><input type="radio"/> C He was one of the dogs from the village.</p> <p><input checked="" type="radio"/> D He had only been around since the Aleuts had come.</p>	<p>52. How does Karana describe the two baby birds?</p> <p><input type="radio"/> A They are beautiful.</p> <p><input type="radio"/> B They look just like their parents.</p> <p><input type="radio"/> C They are blue and speckled.</p> <p><input checked="" type="radio"/> D They are ugly and gray.</p>
<p>53. Karana put the blue and white marks on her face to show _____.</p> <p><input type="radio"/> A That she wanted to leave the island</p> <p><input type="radio"/> B The men that she was the chief of the island</p> <p><input type="radio"/> C That she was happy to see the men from the ship</p> <p><input checked="" type="radio"/> D That she was unmarried</p>	<p>54. Why was Karana happy that the Aleuts had not brought their dogs with them?</p> <p><input checked="" type="radio"/> A Because she was afraid the dogs would smell Rontu and lead the Aleuts to her</p> <p><input type="radio"/> B Because she was afraid the dogs would kill more sea otter</p> <p><input type="radio"/> C Because she was afraid the dogs would kill her</p> <p><input type="radio"/> D Because she was afraid the dogs would join the wild dogs</p>

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

Crack the code! Write the real word that each of the codes represent. Each letter in the real word has been changed to another letter. For example, a B in the code might really mean C. Once you figure out the code for one letter, the same code is used for all the words on this sheet.


Code:	B	D	E	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	W	Y	Z
Letter:	M	S	U	O	Y	E	A	H	R	Z	G	N	T	P	W	C	I	D	V	F	L
1.	SZJBGL <u>CLAMOR</u>																				
2.	QLGR <u>PROW</u>																				
3.	BJPPIU <u>MATTED</u>																				
4.	SZJPPILIU <u>CLATTERED</u>																				
5.	WGHJNI <u>VOYAGE</u>																				
6.	ZELI <u>LURE</u>																				
7.	RKTLTON <u>WHIRRING</u>																				
8.	LTPID <u>rites</u>																				
9.	YJPIYEZ <u>FATEFUL</u>																				
10.	OEMMZI <u>NUZZLE</u>																				

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

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13. yucca <input type="radio"/> an evergreen plant that grows in warm areas of North America <input checked="" type="radio"/> to make a promise	14. clamor <input type="radio"/> a harsh noise made by many voices <input checked="" type="radio"/> a small bay of water that is surrounded by land
15. currents <input type="radio"/> a flow of water that moves in a certain direction <input checked="" type="radio"/> a long creature that looks like a snake	16. serpent <input type="radio"/> a long creature that looks like a snake <input checked="" type="radio"/> twisted and knotted together
17. especially <input checked="" type="radio"/> a sign that something is about to happen <input type="radio"/> in a very special way	18. admire <input checked="" type="radio"/> when something shines brightly <input type="radio"/> to look up to someone with respect
19. vow <input type="radio"/> to make a promise	20. omen <input checked="" type="radio"/> when something is good

B a sign that something is about to happen

 a sign that something is about to happen

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

<p>1. earthquake</p> <p><input type="radio"/> a sudden movement of the earth's crust that causes a violent shaking</p> <p><input type="radio"/> the sound made by spinning an object around</p> <p><input type="radio"/> to sit on something that is high up</p> <p><input type="radio"/> a way of measuring distance; a league is about three miles</p>	<p>2. roosted</p> <p><input type="radio"/> what birds do when they rest or sleep</p> <p><input type="radio"/> the sound made by spinning an object around</p> <p><input type="radio"/> when an animal rubs or touches something or someone with their nose</p> <p><input type="radio"/> to sit or lie down with arms and legs spread out</p>
<p>3. perched</p> <p><input type="radio"/> when there is not enough of something</p> <p><input type="radio"/> to sit on something that is high up</p> <p><input type="radio"/> when an action is wild or savage</p> <p><input type="radio"/> to call someone to come to you by using a hand signal or nod</p>	<p>4. warily</p> <p><input type="radio"/> to be bent down low</p> <p><input type="radio"/> motions made with parts of the body to communicate</p> <p><input type="radio"/> to behave in an untrusting way</p> <p><input type="radio"/> when something is divided into parts</p>
<p>5. clattered</p> <p><input type="radio"/> a device used to trap animals</p> <p><input type="radio"/> something used to draw something else to you</p> <p><input type="radio"/> a rattling sound like when rocks fall down a hill</p> <p><input type="radio"/> to use the tongue to drink or eat</p>	<p>6. carcass</p> <p><input type="radio"/> the body of a dead animal</p> <p><input type="radio"/> crouched down and moved along as quietly as possible</p> <p><input type="radio"/> when something is left behind</p> <p><input type="radio"/> when an animal rubs or touches something or someone with their nose</p>
<p>7. thong</p> <p><input type="radio"/> a leather strip used to tie things</p> <p><input type="radio"/> shook with short, quick movements</p> <p><input type="radio"/> what birds do when they rest or sleep</p> <p><input type="radio"/> when something has not grown as tall as it should</p>	<p>8. reef</p> <p><input type="radio"/> with great disapproval</p> <p><input type="radio"/> the front part of a ship</p> <p><input type="radio"/> the coral or rocks that surround an island</p> <p><input type="radio"/> when something is prohibited</p>
<p>9. lure</p> <p><input type="radio"/> a leather strip used to tie things</p> <p><input type="radio"/> when there is not enough of something</p> <p><input type="radio"/> to walk along with big steps</p> <p><input type="radio"/> something used to draw something else to you</p>	<p>10. forbade</p> <p><input type="radio"/> a sudden movement of the earth's crust that causes a violent shaking</p> <p><input type="radio"/> when something is prohibited</p> <p><input type="radio"/> when something is divided into parts</p> <p><input type="radio"/> a device used to trap animals</p>
<p>11. league</p> <p><input type="radio"/> the front part of a ship</p> <p><input type="radio"/> when something softly sparkles</p> <p><input type="radio"/> a way of measuring distance; a league is about three miles</p>	<p>12. sprawled</p> <p><input type="radio"/> a device used to trap animals</p> <p><input type="radio"/> to be bent down low</p> <p><input type="radio"/> to sit or lie down with arms and legs spread out</p>

D to use the tongue to drink or eat

D shook with short, quick movements

Island of the Blue Dolphins

Key 1 - Answer ID # 1041190

		¹ R															
² Q	U	A	R	R	E	L	³ S	O	M	E							
U		V					P									⁴ F	
I		I			⁵ B	U	R	D	E	N	S		⁶ A			L	
V		N		⁷ F			A						N			E	
E		E		A			W						C			D	
R				V		⁸ C	L	U	⁹ S	T	E	R	E	D		G	
I				O			E		N				S			L	
N			¹⁰ U	R	G	E	D		A				T			I	
G				A					R				O			N	
				B				¹¹ T	E	E	T	E	R	I	N	G	
				L									S			S	
			¹² C	E	A	S	E	D									

Island of the Blue Dolphins
Key 1 - Answer ID # 1041190

- | | | |
|----------|---|---------------|
| <u>D</u> | 1. a leather strip used to tie things | A. prow |
| <u>J</u> | 2. to use a tool to force something open | B. especially |
| <u>A</u> | 3. the front part of a ship | C. gestures |
| <u>H</u> | 4. to make a promise | D. thong |
| <u>E</u> | 5. a long wound or cut | E. gash |
| <u>F</u> | 6. the coral or rocks that surround an island | F. reef |
| <u>B</u> | 7. in a very special way | G. perched |
| <u>L</u> | 8. a sudden movement of the earth's crust that causes a violent shaking | H. vow |
| <u>G</u> | 9. to sit on something that is high up | I. crevice |
| <u>C</u> | 10. motions made with parts of the body to communicate | J. pry |
| <u>K</u> | 11. heavy loads that are carried | K. burdens |
| <u>I</u> | 12. a narrow crack in a rock | L. earthquake |